
Subject: Renegade X - Progress Update

Posted by [NE]Fobby[GEN] on Fri, 21 Nov 2008 20:18:14 GMT

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Hey guys.

It's been a couple months since we've had an update, so we thought we'd update you with our status and show you some things you can expect to see in the future.

As of the 19th, it's been exactly one year since the release of Unreal Tournament 3. Kind of funny, because we at Renegade X had bought it for a good fifty or sixty dollars, and now you can find it in certain places for less than ten dollars. So if you haven't gotten a copy yet, go ahead and get one, because you will not be able to play Renegade X without UT3. Wouldn't want to be late for the Renegade revolution, huh?

The team has been very busy for the past few months in all divisions. We've been making our push for some huge updates you could expect to see during the Christmas season, as well as getting C&C mode coded and working ingame. Progress has been grand, and we haven't exactly been telling you all about everything we've been doing - we're just a big fan of surprises - so bear with the project and stick around for progress reports. I can't say much right now, other than that there is a shocking update just around the corner, just in time for the Mod of the Year Awards too!

Interview

Sonic at CNCNZ has just performed an in-depth, informative interview with Fobby, the founder of the Renegade X. The interview carries a whole range of information about our progress, our opinions, comments about a possible sequel to C&C Renegade, etc.

Here's an excerpt:

7) Is Renegade X a direct remake of what the original Renegade offered us or have you added your own twist on how the game plays?

Renegade X will surpass the original Renegade in every way. Graphics, well you can see for yourself. Audio, for sure! Gameplay, definitely. No more glitchy bugs and bad net coding. There will also be more to this mod than what Renegade had delivered. Although we're not changing much of the game's actual mechanics, things like new game modes, oodles of server side options, and so much more will be coming to play. Also, just the fact that the Unreal Engine 3 has a much more dynamic physics engine than W3D will revolutionize things like explosions and superweapons, and cause them to blow you out of proportion, literally!

You could find the interview here!

<http://www.cncnz.com/features/interviews/221108.php>

And now for some work in progress shots of some of the things we've been dishing out:

Nod Airstrip

The Airstrip is back looking hotter than ever. It's where Nod gets its vehicles dropped off by Cargo Plane. Similar to our vehicles, the buildings in Renegade X will increasingly get dirtier, snowier, or visually more damaged depending on the circumstances of the match. Modeled by Deathlink, textured by Havoc89 and PT by JeepRubi

The Purchase Terminal is a work in progress, so it will not be a plain green in the released version of the mod. We've got some great ideas you will see with time

Islands

A beautiful map by our new member, Zixxer. Islands brings out the tropical side of Renegade X, with bright skies and luscious environment. Islands is a personal favorite for many, and now it is back looking better than ever!

Mammoth Tank Concept

The Mammoth tank is the biggest, baddest and most expensive vehicle in the game. It's very heavily armored and dual barreled for extra fire power. The Mammoth also has tusk missiles with the ability of locking onto targets for close range havoc.

The Mammoth Tank will be completed and ready for use in our next update, and I know you Renegade and Tiberian Dawn fans will love to see its triumphant return in Renegade X.

That's it for now everybody. Again, a major update is just around the corner, so stick around and be sure to check out <http://www.renegade-x.com> for more news and WIP shots in the coming days and weeks. Hope you all enjoyed this brief update!

Later!

Subject: Re: Renegade X - Progress Update
Posted by [Goztow](#) on Fri, 21 Nov 2008 20:59:53 GMT
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The images give 403 errors. Thanks for the update, could u also submit it for rencom?

Subject: Re: Renegade X - Progress Update
Posted by [_SSnipe_](#) on Fri, 21 Nov 2008 21:46:17 GMT
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fucking awesome i might just buy the game for this!

Subject: Re: Renegade X - Progress Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Nov 2008 21:49:08 GMT
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Damn it was working earlier.

Ill get the images fixed.

Subject: Re: Renegade X - Progress Update
Posted by [Altzan](#) on Fri, 21 Nov 2008 21:51:44 GMT
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This is amazing!

Islands map is beautiful, and the airstrip looks so realistic.

Btw images work, just copy the link into a new window.

Subject: Re: Renegade X - Progress Update
Posted by [Scrin](#) on Fri, 21 Nov 2008 22:11:55 GMT
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holly shit fobby!!! its one awesome images i ever seen for c&c!!

please, in next time get more that "realistic" images

Edit: that airstip on my desktop now...

by the way--->

Subject: Re: Renegade X - Progress Update
Posted by [u6795](#) on Fri, 21 Nov 2008 22:30:14 GMT
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It's been a couple months? Doesn't feel like it.

Amazing update Fobby, this mod is pure awesome. Always wondered what Complex would look like on a new engine.

Subject: Re: Renegade X - Progress Update
Posted by [ArtyWh0re](#) on Fri, 21 Nov 2008 23:05:36 GMT
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Omg The island map looks really awesome, better than I would of thought.

Subject: Re: Renegade X - Progress Update
Posted by [Ethenal](#) on Fri, 21 Nov 2008 23:06:51 GMT
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Sweet raptor jesus that is some amazing shit right there.

Subject: Re: Renegade X - Progress Update
Posted by [nopol10](#) on Fri, 21 Nov 2008 23:55:44 GMT
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Islands is amazing! I hope you can shoot the trees down to crush the people disarming the beacons around the Barracks, hehe.

Subject: Re: Renegade X - Progress Update
Posted by [_SSnipe_](#) on Sat, 22 Nov 2008 03:57:38 GMT
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nvm

Subject: Re: Renegade X - Progress Update
Posted by [Gen_Blacky](#) on Sat, 22 Nov 2008 04:59:21 GMT
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i also bought ut3 around \$50 cant wait for this.

Subject: Re: Renegade X - Progress Update
Posted by [cmatt42](#) on Sat, 22 Nov 2008 05:56:22 GMT

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So how far along are you? In other words, what's left to do?

Subject: Re: Renegade X - Progress Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Nov 2008 06:29:54 GMT

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Thanks for all of the great replies guys.

Quote:

So how far along are you? In other words, what's left to do?

In our next update, which will arrive in the Christmas season, we're going to be showing you all exactly how far we are from a beta, what we have done, what we have left to do, and how we're going to do it. There's a reason why this update is smaller than some of our others

Subject: Re: Renegade X - Progress Update

Posted by [_SSnipe_](#) on Sat, 22 Nov 2008 07:05:44 GMT

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wish my vid card can handle that game

Subject: Re: Renegade X - Progress Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Nov 2008 07:11:42 GMT

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Maybe it could, what video card do you have? The specs needed to run UT3 are relatively low.

Subject: Re: Renegade X - Progress Update

Posted by [Goztow](#) on Sat, 22 Nov 2008 08:11:01 GMT

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That's pretty amazing GFX, mate. Keep it up!

Subject: Re: Renegade X - Progress Update

Posted by [mrÅ£Å\\$A-z](#) on Sat, 22 Nov 2008 08:14:30 GMT

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FUCK THATS AMAZING

Subject: Re: Renegade X - Progress Update
Posted by [BoMbZu](#) on Sat, 22 Nov 2008 10:18:22 GMT
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Islands looks awesome!!!

Good job totemarts

Subject: Re: Renegade X - Progress Update
Posted by [Scrin](#) on Sat, 22 Nov 2008 12:37:51 GMT
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WNxBoMbZU wrote on Sat, 22 November 2008 04:18 Islands looks awesome!!!

Good job totemarts
BoMbZmE!!

Subject: Re: Renegade X - Progress Update
Posted by [findlay27](#) on Sat, 22 Nov 2008 12:41:56 GMT
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Complex and Islands look amazing! I am most looking forward to this! Though, I need a new computer before I can even run UT3.
Is the 5th snap the underground of Islands by any chance?
Truely awesome stuff!

Subject: Re: Renegade X - Progress Update
Posted by [DutchNeon](#) on Sat, 22 Nov 2008 13:43:03 GMT
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Is it me, or are those pictures without Anti-Aliasing at all? Looks good though, but i found the Complex picture a bit weird without AA.

Unreal Engine 3 supports AA right? Or do we have to force AA (and AF) through the video drivers? Because Bioshock is using a modified Unreal Engine 3, and you couldn't use AA, besides forcing it.

Subject: Re: Renegade X - Progress Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Nov 2008 15:56:26 GMT
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Proper AA works only if you have a direct 10 card I think.

I'm glad everybody is happy with the update. Keep your eyes and ears open for the next few weeks, because we're going to be having a massive update and report on how far away a public beta is.

On the coding side of everything, the parts of C&C mode we have done so far are working great. Expect a fully working C&C mode for the first beta release.

Subject: Re: Renegade X - Progress Update
Posted by [ErroR](#) on Sat, 22 Nov 2008 16:16:18 GMT
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my vid card is 64 mb

Subject: Re: Renegade X - Progress Update
Posted by [findlay27](#) on Sat, 22 Nov 2008 17:12:29 GMT
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ErroR wrote on Sat, 22 November 2008 16:16my vid card is 64 mb

Well, Mine is only... o... only 16mb!!!!

Subject: Re: Renegade X - Progress Update
Posted by [Gen_Blacky](#) on Sat, 22 Nov 2008 18:58:14 GMT
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findlay27 wrote on Sat, 22 November 2008 11:12ErroR wrote on Sat, 22 November 2008 16:16my vid card is 64 mb

Well, Mine is only... o... only 16mb!!!!

well mine only 2gb

Subject: Re: Renegade X - Progress Update
Posted by [findlay27](#) on Sat, 22 Nov 2008 19:01:39 GMT
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Gen_Blacky wrote on Sat, 22 November 2008 18:58findlay27 wrote on Sat, 22 November 2008 11:12ErroR wrote on Sat, 22 November 2008 16:16my vid card is 64 mb

Well, Mine is only... o... only 16mb!!!!

well mine only 2gb

Humph
at least I can play Renegade =D
That does me fine.

Subject: Re: Renegade X - Progress Update
Posted by [Carrierll](#) on Sun, 23 Nov 2008 13:21:08 GMT
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SSnipe wrote on Sat, 22 November 2008 07:05wish my vid card can handle that game

You could run the demo at 30 FPS lowest details on a radeon 9550 on an AGP 4X bus with a P4 2.0 Ghz single core (Socket 478).

You really don't need much.

Subject: Re: Renegade X - Progress Update
Posted by [Starbuzz](#) on Sun, 23 Nov 2008 18:32:16 GMT
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Excellent work and congrats to your team, Fobby! At this rate, it seems Ren X would be out before any TT patch.

Is the Complex render done on soft shadows?

Islands looks very nice. Looks more like an abandoned base due the other trees around Barracks (I know for sure IRL that trees would be cut down in any real military base and not allowed to be overgrown like that)...but it adds a very nice touch and the map is turning out to what the community excatly wants.

Good job once again! You guys are sure not letting us down!

Subject: Re: Renegade X - Progress Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Nov 2008 19:02:33 GMT
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The shadows on Complex actually weren't working properly when the render was taken, we're in the process of fixing that.

Subject: Re: Renegade X - Progress Update
Posted by [TD](#) on Sun, 23 Nov 2008 21:10:02 GMT
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Great job like always guys, keep this up

Subject: Re: Renegade X - Progress Update
Posted by [Scrin](#) on Sun, 23 Nov 2008 22:18:49 GMT
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TD wrote on Sun, 23 November 2008 15:10Great job like always guys, keep this up please, i need more high quality images with GDI Barracks on it for new render

Subject: Re: Renegade X - Progress Update
Posted by [mr£ÃŠÄ-z](#) on Sun, 23 Nov 2008 22:52:23 GMT
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Scrinoid wrote on Sun, 23 November 2008 16:18TD wrote on Sun, 23 November 2008 15:10Great job like always guys, keep this up please, i need more high quality images with GDI Barracks on it for new render

Subject: Re: Renegade X - Progress Update
Posted by [Scrin](#) on Sun, 23 Nov 2008 23:07:56 GMT
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madrackz wrote on Sun, 23 November 2008 14:52Scrinoid wrote on Sun, 23 November 2008 16:18TD wrote on Sun, 23 November 2008 15:10Great job like always guys, keep this up please, i need more high quality images with GDI Barracks on it for new render

woaaa, tanks m8, it awesome (lol i got this pic but with 54x54 pix)
i'll send you the result

Subject: Re: Renegade X - Progress Update
Posted by [mr£ÄŞÄ-z](#) on Sun, 23 Nov 2008 23:14:04 GMT
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No Problem mate

Subject: Re: Renegade X - Progress Update
Posted by [YazooGang](#) on Mon, 24 Nov 2008 01:50:47 GMT
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love the update!!!
but i dont really like the air strip, it has lack of detail and some textures are stretched up.

uber awesome job anyways, u guys rock

Subject: Re: Renegade X - Progress Update
Posted by [Chuck Norris](#) on Mon, 24 Nov 2008 07:04:16 GMT
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Nice! Islands looks SO awesome (Renegade meets Crisis!), although, as good as they look, I think the Unreal Tournament III-esque tunnels are WAY out of place and don't belong. I also think the airstrip seems very bland and sub-par compared to the rest. The lights are missing from it down the side, which was a nice touch on the original.

Edit: I also think the cannon closest to the one you used is slightly better. I don't like the extra Grey things along the barrel (there's too many), but the part on the end looks better, so more of a cross between them would look really sweet.

Subject: Re: Renegade X - Progress Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 24 Nov 2008 19:50:51 GMT
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For all of our Germans in the house, we have conducted an interview in German for the popular C&C community site, <http://www.cnc-inside.de>

Check it out for up-to-date information about the mod you won't find anywhere else!

<http://www.cnc-inside.de/inhalt-page,Mod-Interviews--Renegade-X-Interview,2,3567.html>

Subject: Re: Renegade X - Progress Update
Posted by [Starbuzz](#) on Wed, 26 Nov 2008 23:37:38 GMT
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I quit W3D Ren yesterday.

Subject: Re: Renegade X - Progress Update
Posted by [Majiin Vegeta](#) on Thu, 27 Nov 2008 14:56:27 GMT
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As usual i wait for this games release

Subject: Re: Renegade X - Progress Update
Posted by [DarkKnight](#) on Thu, 27 Nov 2008 15:23:49 GMT
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looks like i need a new pc . looks awesome

Subject: Re: Renegade X - Progress Update
Posted by [nikki6ixx](#) on Fri, 28 Nov 2008 00:57:10 GMT
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That pic of the barracks with the scenery...

...I'm speechless... seriously, that's fucking gorgeous.

Subject: Re: Renegade X - Progress Update
Posted by [Oblivion165](#) on Fri, 28 Nov 2008 09:12:56 GMT
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Still looking good

Taking waaaay too long though. I don't want to be that guy "omgz vaporware duke nukem forever" but we don't want another Reborn here.

Subject: Re: Renegade X - Progress Update
Posted by [Genesis2001](#) on Fri, 28 Nov 2008 16:50:27 GMT
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Oblivion165 wrote on Fri, 28 November 2008 02:12Still looking good

Taking waaaay too long though. I don't want to be that guy "omgz vaporware duke nukem forever" but we don't want another Reborn here.

Reborn's been in work much longer than a year...

UT3 has only been out a year (according to post)...They said they're working on coding their C&C mode right now. >.< lol So, I'd expect (not hoping) some sort of release or teaser out by Summer 2009 -possibly-

Subject: Re: Renegade X - Progress Update
Posted by [candy](#) on Fri, 28 Nov 2008 17:09:27 GMT
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so you will not be able to play it unless u get UT3?
that pretty much sucks

Subject: Re: Renegade X - Progress Update
Posted by [cncnick13](#) on Fri, 28 Nov 2008 17:33:50 GMT
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nice this mod is gonna be cool

Subject: Re: Renegade X - Progress Update
Posted by [CarrierII](#) on Fri, 28 Nov 2008 18:38:18 GMT
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Not to mention UT3 is a definite fail in comparison to the previous versions as far as the boxed game goes. I'm looking forward to this release though.

Subject: Re: Renegade X - Progress Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 28 Nov 2008 20:06:47 GMT
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Quote:

Taking waaaay too long though. I don't want to be that guy "omgz vaporware duke nukem forever" but we don't want another Reborn here.

We've only had UT3 for a year now, and games usually take longer than a year to make. I think we're going at a perfect pace right now; we do want a quality mod after all.

Subject: Re: Renegade X - Progress Update

Posted by [Oblivion165](#) on Sat, 29 Nov 2008 02:03:09 GMT

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[NEFobby[GEN] wrote on Fri, 28 November 2008 15:06]Quote:

Taking waaaay too long though. I don't want to be that guy "omgz vaporware duke nukem forever" but we don't want another Reborn here.

We've only had UT3 for a year now, and games usually take longer than a year to make. I think we're going at a perfect pace right now; we do want a quality mod after all.

Really only a year? It seems like that has been going on for much longer than that. I guess its just because I've been away.

As for the Reborn group, they are working hard as always.

Subject: Re: Renegade X - Progress Update

Posted by [Goztow](#) on Sat, 29 Nov 2008 08:27:21 GMT

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IIRC Renegade 2007 got announced and worked on before the game released.

Subject: Re: Renegade X - Progress Update

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 29 Nov 2008 14:45:13 GMT

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Yes but there's not much you could actually do before the game is out, the purpose of announcing a few months before UT3's release was to build up the team, get a few assets and prepare for the game's release. That way, we'd be ready to start learning the editor and get a few things ingame in the first month or so.

Subject: Re: Renegade X - Progress Update

Posted by [Scrin](#) on Sat, 29 Nov 2008 14:46:58 GMT

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i need the GDI weapon factory pic

Subject: Re: Renegade X - Progress Update

Posted by [Comic-Man](#) on Sun, 30 Nov 2008 21:47:23 GMT

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Sweet baby jebus! Thats awsome! Keep up the good work!
